

Lesson: Computer Literacy Basics and Maze Puzzle Solving

Objective: Practicing very minimal keyboard exercises and control how to use the mouse.

We will be role-playing a scenario in which a monkey has escaped the lab, and that it is the children's mission to capture the monkey on the computer screen.

Together we will be given “gadgets”, a keyboard and a mouse, and will be directed to learning:

- 1) how to press the buttons “W,A,S,D”,
- 2) left clicking the mouse, and
- 3) how to left click and drag.

Then we will be given a mission to accomplish based on what we learned through a game, and hold a group discussion to complete the lecture.

This lesson prepares children with their small motor skills, challenge their puzzle solving skills, and tests their speed in accomplishing a task.

課程：計算機基礎知識與迷宮解謎

目標：練習基本的鍵盤操作，並學習如何使用鼠標控制。

今天我們將扮演一個情景劇，假設一隻猴子逃出了實驗室，而孩子們的任務就是在電腦螢幕上抓住這隻猴子。

我們將一起使用“工具”——鍵盤和鼠標，並學習：

1. 如何按下“W, A, S, D”鍵；
2. 如何用鼠標左鍵點擊；
3. 如何用鼠標左鍵點擊並拖動。

接著，我們將通過一場遊戲進行任務挑戰，完成學習內容，並舉行小組討論，結束本節課。

這節課幫助孩子們鍛鍊小肌肉運動技能，挑戰他們的解謎能力，並測試他們完成任務的速度。